

Switchit Junior: Word Lists and Sample Cards

Five of each card, with every card having either a red, green, blue, yellow or pink border.

Level 1 Pack 1

Aa: apple, ant, album, abacus, Africa

Bb: book, bat, bed, bag, bus

Cc: cat, cap, cup, carrot, Canada

Dd: dog, desk, duck, dice, dolphin

Ee: elephant, egg, exercise, eggplant, elk

Ff: fish, flag, frog, forest, five

Gg: gorilla, goat, game, gum, garbage

Hh: hat, hippopotamus, hand, hill, hamburger

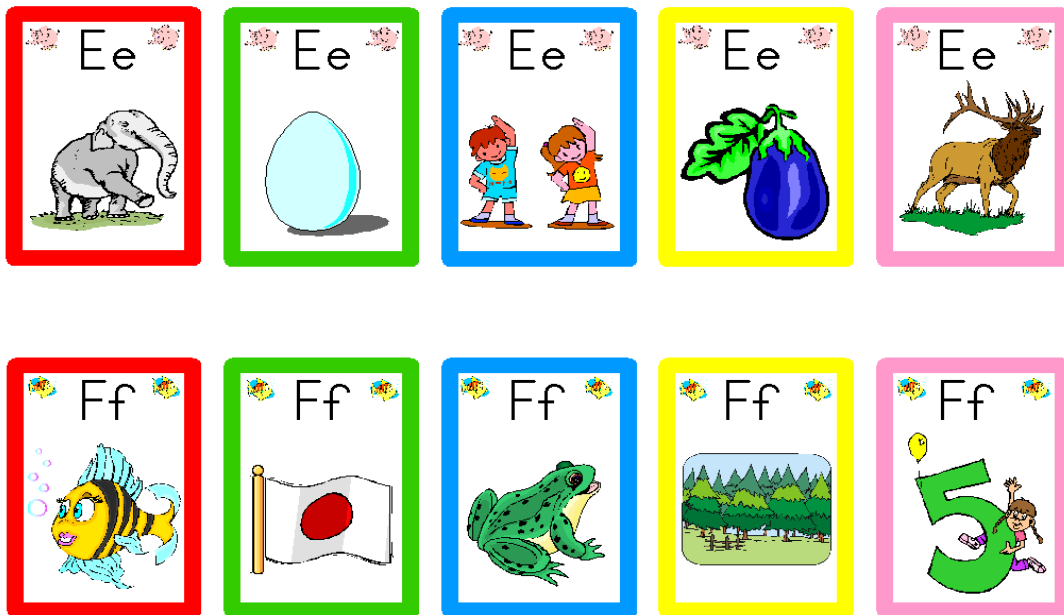
Ii: igloo, insect, in, iguana, India

Jj: jacket, jet, jam, jeep, Japan

Kk: key, kangaroo, koala, king, Kenya

Ll: lion, leg, leaf, lemon, log

Mm: mouse, melon, monkey, mailman, Mexico



Level 1 Pack 2

Nn: nut, net, notebook, nine, nurse

Oo: octopus, octagon, on, off, ostrich

Pp: panda, pot, pen, pumpkin, pencil

Qq: queen, question, quarter, quiz, quilt

Rr: ring, rabbit, rocket, rainbow, road

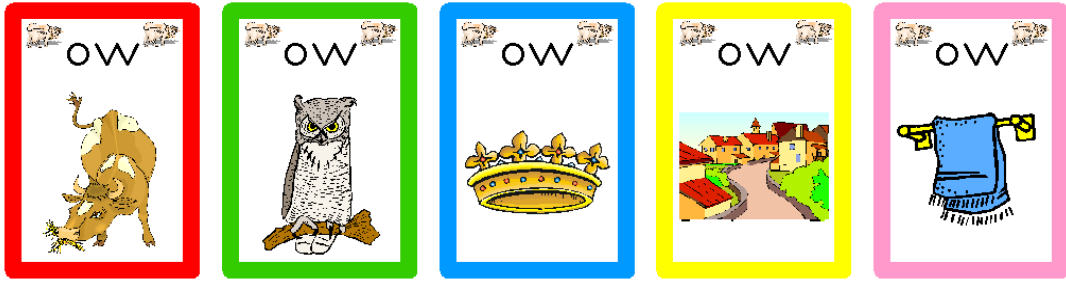
Ss: sock, seven, sun, snail, sandwich

Tt: tiger, tent, table, tennis, ten
 Uu: umbrella, underwear, umpire, up, under
 Vv: violin, van, vet, volleyball, vest
 Ww: watch, wind, wall, watermelon, wolf
 Xx: box, fox, six, fax, ox
 Yy: yacht, yoghurt, you, yo-yo, yak
 Zz: zebra, zero, zip (zipper), zoo, zed (zee)



Level 2

ee: tree, bee, three, eel, feet
 ea: seal, leaf, peach, sea, tea
 ch: chicken, chair, cheese, chocolate, China
 sh: ship, sheep, shop, shell, sheet
 oo: foot, bookshop, cook, wood, hook
 oo: spoon, balloon, moon, school, boot
 ar: car, card, carpet, shark, star
 ou: house, mouth, cloud, blouse, couch
 ow: cow, owl, crown, town, towel
 or: horse, fork, storm, corn, popcorn
 ir: girl, shirt, bird, skirt, first
 oy: boy, toy, toyshop, cowboy, joystick
 ai: tail, train, sail, paint, Spain
 ay: tray, spray, crayon, gray, playground
 oa: boat, soap, coat, cockroach, goal
 ow: window, bowl, yellow, snowman, pillow



INFANT and JUNIOR SWITCHIT RULES

1. Deal 7 cards to each player.
2. Place the pack facedown, turn over the top card and place it by the pack.
3. Each player in turn plays a card, when playing a card, the letters must be sounded out and the picture identified.
4. A special Switchit card, can't be your last card, changes the color of the card to be played.
5. A player who cannot play takes a card from the pack.
6. The object of the game is to get rid of all your cards.
7. Remove pack after a winner is found and continue playing.

